



Random Zombie Generation Chart

by Dan Davis & Andrew Ferguson

The following are a series of tables for randomly creating a zombie using the zombie creation Aspects from the AFMBE main rulebook and the Zombie Master's Screen. Those Aspects marked with an "*" are found in the ZM Screen.

1) Weak Spot	2) Getting Around	3) Special Movement Features
1-10 None	1-20 The Quick Dead	1-15 Burrowing
11-25 Brain	21-70 Slow & Steady	16-30 Aquatic
26-35 Heart	71-90 Life-like	31-45 The Lunge
36-50 All	91-100 Roll once on this chart and once on the Special Movement Feature chart (3)	46-60 Flying*
51-65 Spine		61-75 Leaping
66-75 Fire		76-90 Climbing
76-85 Chemical		91-100 Wall Crawling*
86-97 Blessed Objects		
98-100 Vulnerability*		
4) Strength	5) Special Strength Features	6) Senses
1-15 Monstrous Strength	1-15 Damage Resistance	1-15 Like Nothing You've Ever Seen
16-40 Ninety-Pound Weakling	16-25 Flame Resistance	
41-75 Dead Joe Average	26-40 Iron Grip	16-40 Like the Living
76-90 Strong Like Bull	41-65 Claws	41-75 Like the Dead

91-100 Roll once on this chart & once on the Special Strength Features chart (5) (ignore this roll the second time)	66-80 Teeth	76-90 Like a Hawk
	81-95 Hug of Death	91-100 Roll once on this chart & once on the Special Sense Features chart (7) (ignore this result the second time)
	96-100 Roll twice; ignore duplicate results.	
7) Special Sense Features	8) Need to Feed	9) The Menu
1-15 X-Ray Vision	1-25 Who Needs Food?	1-20 Soul Sucker
16-40 Scent Tracking	26-50 Occasionally	21-40 Brains
41-75 Life Sense	51-75 Daily	41-60 All Flesh Must Be Eaten
76-90 Infravision	76-100 Weekly	61-80 Sweet Breads
91-100 Essence Sense*		81-100 Blood
10) Intelligence	11) Spreading the Love	12) Special Zombie Feature Chart I
1-10 Problem Solving	1-30 One Bite & You're Hooked	
11-25 Animal Cunning (1-50 [type 1], 51-100 [type2])	31-70 Only the Dead	1-70 None
	71-90 Bury the Body	71-90 Roll once on the Special Zombie Feature Chart II
26-35 Teamwork	91-100 Nobody Loves Me*	
36-60 Dumb as Deadwood		91-100 Roll twice on the Special Zombie Feature Chart II
61-70 Tool Use (1-40 [level 1], 41-70 [level 2], 71-100 [level 3])		
71-80 Language		
81-90 Long Term Memory (Roll on Skill Set table [14])		
91-95 Roll twice; ignore duplicates. Ignore future results over Long Term Memory.		
96-100 Roll three times; ignore duplicates. Ignore future results over Long Term Memory		
13) Special Zombie Feature Chart II	14) Skill Set	
	1-20 Three skills at 2	
1-5 Spew Flame	21-35 Two skills at 2	
6-10 Vomit*	36-45 One skill at 2	
11-20 Diseased Corpse	46-80 None	
21-30 Nest	81-90 One skill at 2 & one at 3	

31-40 Noxious Odor	91-95 Two skills at 3
41-50 Bound*	96-98 Three skills at 3
51-60 Regeneration	99-100 Zombie retained same skills as in life!
61-70 Dr Doolittle*	
71-80 Detachable Body Parts	
81-90 Spit and Bubblegum*	
91-95 Spitter	
96-100 Explosive Personality	



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